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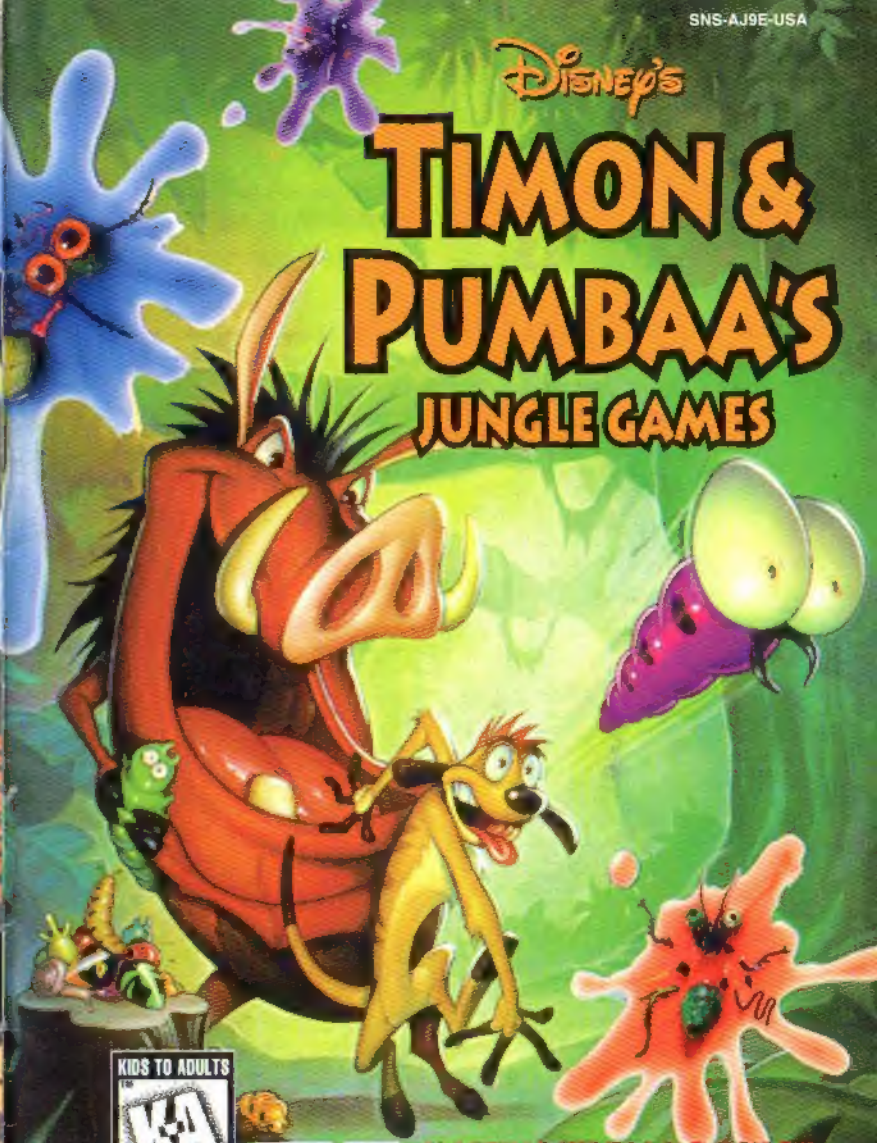
Disney's

TIMON & PUMBAA'S JUNGLE GAMES



KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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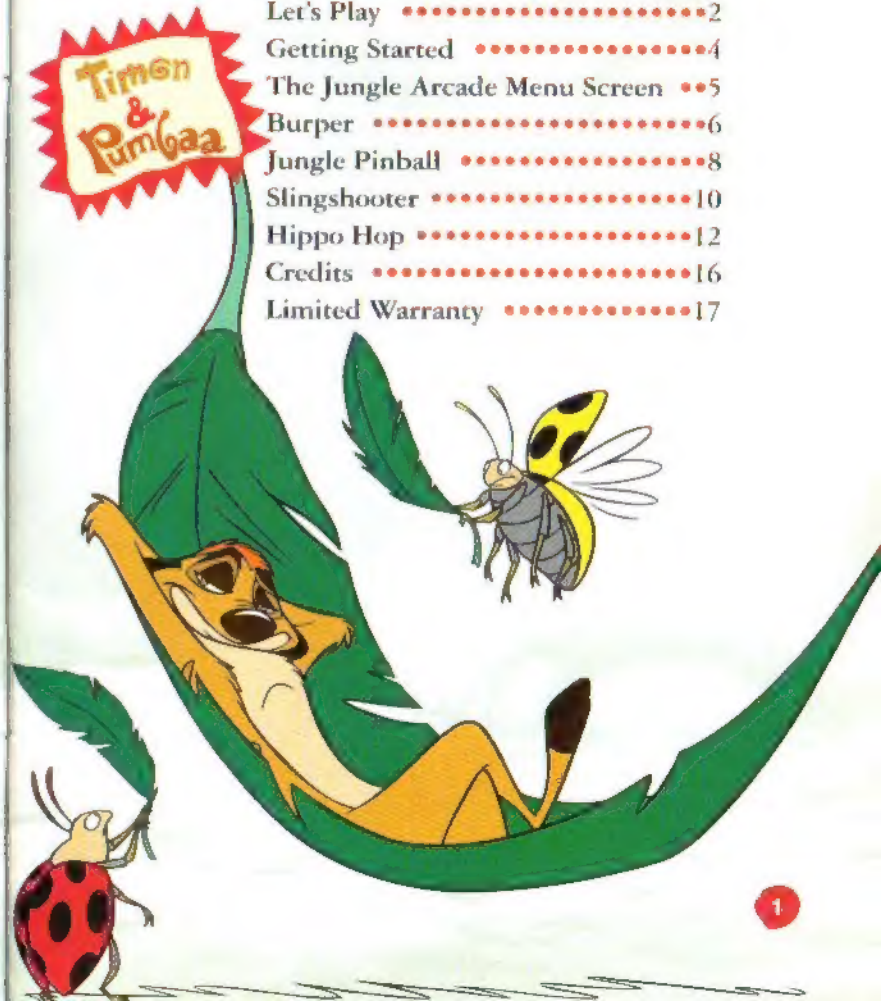


LET'S PLAY!

Hakuna Matata!

Welcome to our very special secret place, Timon and Pumbaa's Jungle Arcade! Remember how you were told not to play with your food? Forget it! Cause that's all we do in the Jungle Arcade. I designed, I mean, we designed the Jungle Arcade so all our close personal friends, that's you, could spend hours enjoying bug slappin', lip smackin' fun.

So, come on! Take off your shoes, relax and grab a bowl of chocolate-covered ants.

HAKUNA MATATA! Let's Play!

GETTING STARTED

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
   • ***Never insert or remove a Game Pak when the power is on.***
2. Make sure a Controller is plugged into controller socket 1 on the Super NES®.
   • ***If you are playing with a friend, plug the other controller into controller socket 2.***
3. Insert the ***Disney's Timon and Pumbaa's Jungle Games*** Game Pak into the socket on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch. The title screen appears (if you don't see it, begin again at step 1).
5. See individual games for controls.

THE JUNGLE ARCADE MENU SCREEN

Ah! The hub of all activity in ***Disney's Timon and Pumbaa's Jungle Games***.

To get to a game, just use the Control Pad to point the arrow to a sign, then press the B Button. Then it's "Hi Ho, Pumbaa" and let the game begin!

There's lots of other goodies to check out, too. So, keep your eyes open cause ya never know what's gonna pop up!

Anytime you want to check your high scores while you're in the Menu Screen, place the arrow over the scoreboard and press the B Button. You can also set your own game options. Set the number of players to 1 or 2, choose from easy, medium, or hard levels, turn the music On or Off, and turn the sound effects On or Off. To get out of the options and onto the fun, highlight OK and press the B Button.

Now, let the bug banquet begin!

BURPER

Talk about a smorgasbord! BURPER is a game where everything is falling on you, including the kitchen sink! You think I'm kidding? You'll see!

You get to help Pumbaa...and boy, can he BURP! The tree is full of fruit, jungle bugs and other stuff; some good, some bad. When I shake the tree, things start to fall. That's when Pumbaa needs to gas up!

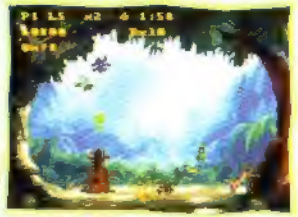
Pumbaa's burps are powerful and can disintegrate most everything. Use the Control Pad to move Left or Right and burperize falling objects with a burp. Earn points and move on to a new level by burping on bugs. Keep moving! Anything that hits you hurts you. Multiple hits cause you to lose a try. NOTE: You will be awarded an extra try every 10,000 points.

WATCH OUT! If you miss a bug, it can bite you or me and that's no good. You can protect us both by using Pumbaa's tail as a whip and smacking those nasty little buggers before they bite.

BIG BURP – Bigger than a regular Burp, but not as big as a Mondo Burp, this one might be Just Right.

MONDO BURP – The BIG one. It spreads out to get more bugs at once. Be careful, though, they use up Pumbaa's burping power much faster than regular burps! (The burp meter is in the top left corner of your screen).

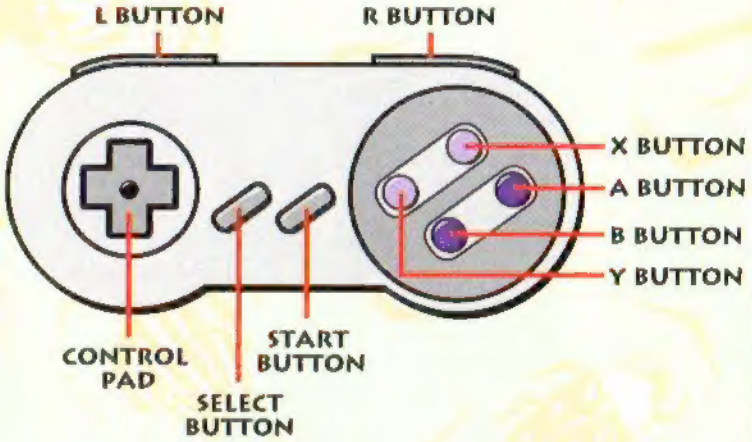
Whatever you do, don't let a SPIDER bite Pumbaa's nose! Remember, burps can't stop everything, so keep moving.



PLAYERS

One or two players, taking turns.

CONTROLS



Control Pad Left/Right:	Move Pumbaa Left/Right
B Button:	Burp
A Button + Control Pad Left/Right:	Tail swipe Left/Right
Y Button:	Big Burp
X Button:	Mondo Burp
Start Button:	Pause
Select Button:	Bring down the Game Option menu

JUNGLE PINBALL

This is our version of the classic arcade game. But you don't need any quarters. Launch a pill bug into the Jungle Pinball playing field and get your crazy flipper fingers moving. Do us all a favor and smack as many of them stinkin' hyenas as possible.

You start with five pill bugs. Launch a pill bug by pressing the Control Pad Down. The longer you hold it down, the tighter the snake will coil. It's the nicest thing a snake will ever do.

Keep the pill bug in play with the flippers (L and R Buttons). You can even give the pill bug a jolt in a different direction. But don't overdo it. You might tilt the game and then your flippers won't work. I hate it when that happens.

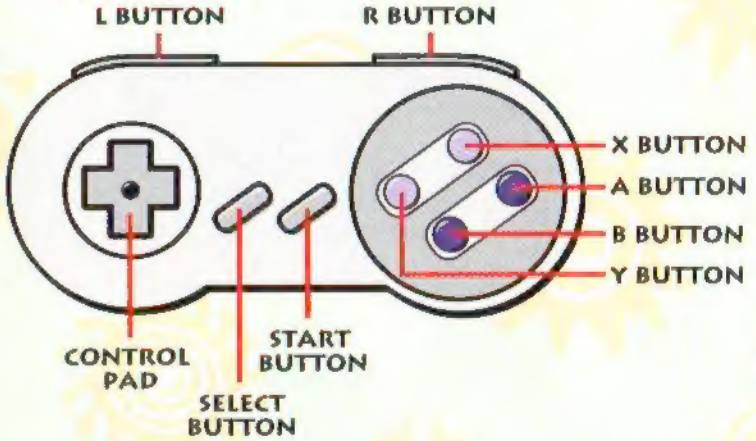
Earn more points and tries by sending the pill bug into tunnels and up ramps, hitting targets and bumpers, and even by spelling out your favorite phrase – **Hakuna Matata!**

JUNGLE PINBALL

PLAYERS

One or two players, taking turns.

CONTROLS



L Button:	Left Flipper
R Button:	Right Flipper
Control Pad Down:	Launch pill bug
B Button:	Nudge play field
Start Button:	Pause
Select Button:	Bring down the Game Option Menu

SLINGSHOOTER

Can you take direction? Good, cause I'm gonna make you a star in this grand handmade production of the epic jungle shooting gallery tale we call SLINGSHOOTER.

Here's your motivation. Sling berries at our handmade targets and our natural enemies like those lousy hyenas, buzzards, snakes and bugs. But don't hit me, Pumbaa or any of our friends. We're all berry sensitive. Get it?

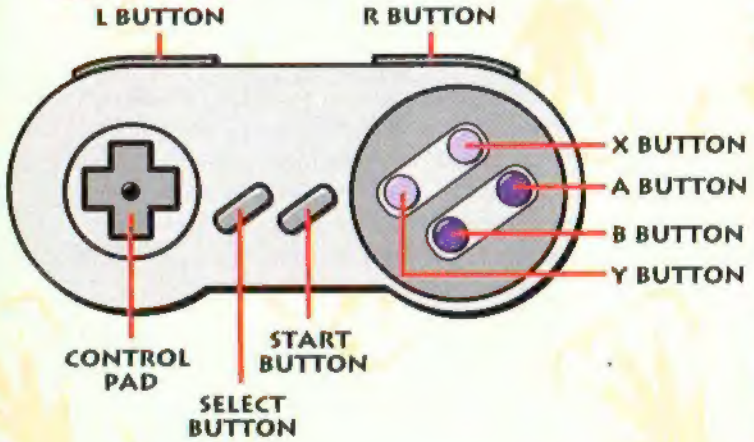
Like every major production, you have to perform well in the time allowed and make the most of the berries you've been given. Earn more points as you advance to the next level.

SLINGSHOOTER

PLAYERS

One or two players, taking turns.

CONTROLS



R Button:	Speeds up the cross-hair
Control Pad:	Position cross hair on target
B Button:	Shoot
Start Button:	Pause
Select Button:	Bring up the Game Option Menu

HIPPO HOP

Boy, am I hungry! Pumbaa is having his Annual Boar Day Barbeque on the banks of the Dontwanacrossit River. Only problem is, I'm on the wrong side. You've gotta help me get across the river without falling in. Meerkats don't swim! But we're good leapers. I just need a little direction. That's where you come in.

Pumbaa wants me to bring goodies to the barbeque. The goodies are floating in the river on top of stuff you can land on. You have to help me jump from one thing to another, gathering goodies on the way, landing safely in an opening on the other side. Sometimes you even have to make me jump on a crocodile. YIKES! Crocodiles? Just make sure its mouth is shut. Oh yeah, and remember, crocodiles roll over unexpectedly.

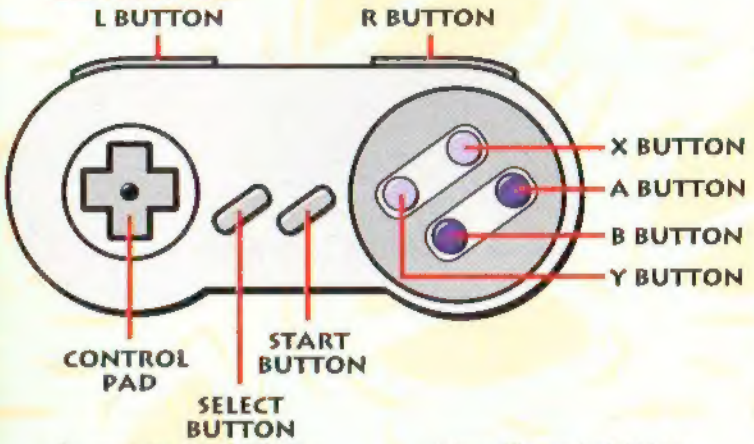
You start with five tries to cross the river. A try ends if I fall in the water, float off-screen or run out of time. Gain more tries by gathering more goodies. Make more goodies appear by ringing the Bell Flower every time you come back across the river.

STAY AWAY FROM coiled snakes, frogs and their tongues and hyenas. And whatever you do, keep me out of the water! Brrrrrrrrrrrrrr!

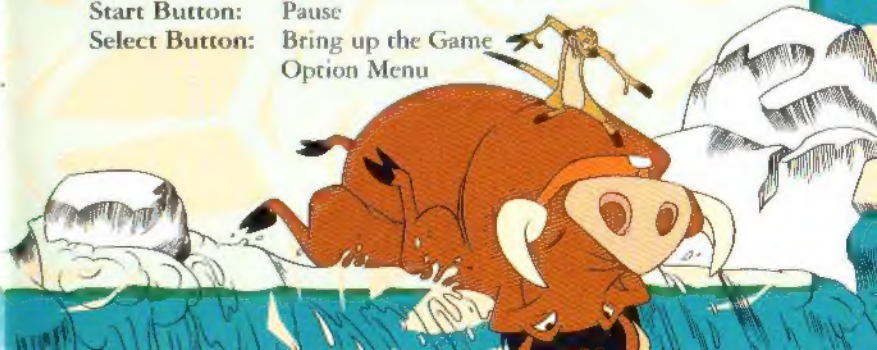
PLAYERS

One or two players, taking turns.

CONTROLS



Control Pad Left/Right:	Move Timon Left/Right
Control Pad Up/Down:	Make Timon Jump Across the River
Control Pad Left/Right + B Button:	Make Timon Jump Left/Right
Control Pad Left/Right + A Button:	Make Timon Jump farther Left/Right
A Button:	Make Timon run along shoreline
Start Button:	Pause
Select Button:	Bring up the Game Option Menu



JUNGLE NOTES

JUNGLE NOTES

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